



LESSON PLANNER | “libraries = education”

**Extended reality (XR)** is an umbrella term used to describe real and virtual environments created with technology. Extended reality includes **augmented reality (AR)** and **virtual reality (VR)**. Virtual reality creates a new digital environment that the user enters, creating a feeling of immersion and presence (being there). This feeling of presence is what makes XR so powerful in education. Please use this lesson plan to help integrate XR content into your curriculum.

What part of your curriculum would benefit from integrating this immersive technology?

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**Example:**  
Biology chapter 2: DNA/RNA and Cells  
Spanish – Listening skills

Which XR experiences/modules align with your curriculum?

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**Example:**  
Lifelique VR Museum: DNA, Mitosis & Meiosis  
Use Lifelique VR Museum in Spanish mode

Extended reality (XR) is a useful learning tool. How will you use XR in your curriculum?

- ☐ To visualize complex concepts
  - ☐ To enhance critical thinking
  - ☐ To increase creative thinking
  - ☐ To enhance visual literacy
- ☐ As a study tool
  - ☐ As an extra credit opportunity
  - ☐ Other: \_\_\_\_\_

What learning goals do you have for the students?

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How will you measure learning outcomes?

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How long will each student be in XR, and how much time will it take for all students to complete the selected XR modules?

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What do you need from your librarian to help make this project a success?

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Some students may not respond positively to the XR technology for accessibility or sensory reasons. What alternatives could you provide for these students?

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Project timeline

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Schedule of activities

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Ideas for reflection/evaluation

- **3-2-1 reflection:** ask each student to write three things they learned, two things they thought were interesting, and one thing they still have questions about.
- **Pre & post quizzes:** create a quiz to test student knowledge on the subject before they try the educational technology to establish a baseline, then give the same quiz afterwards to measure any progress.
- **Visual literacy reflection:** reinforce visual learning by asking students to draw what they saw in virtual reality and label the objects accordingly.
- **Worksheets:** use pre-made or custom worksheets to use before and after learning in virtual reality to reinforce learning goals.